

WALKER ET AL.	ATTORNEY DOCKET NO.: 03-025
METHOD AND APPARATUS FOR BOUNDING PLAY OF A GAMING DEVICE	

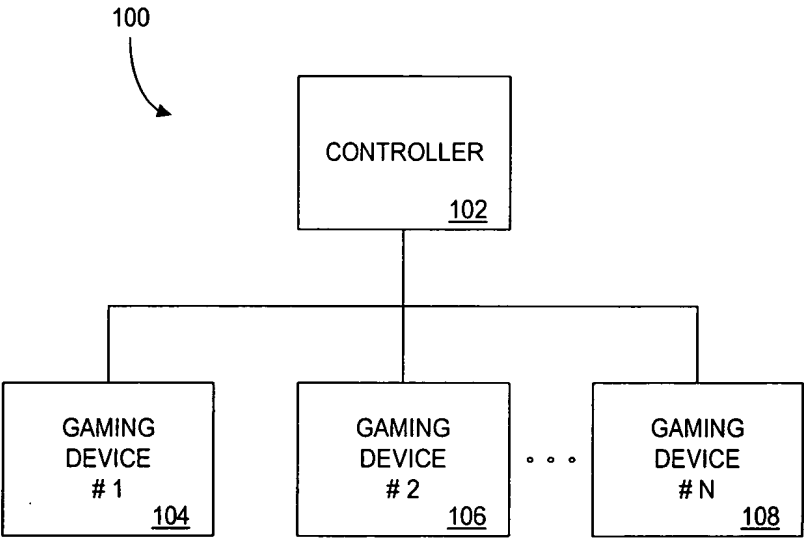


FIG. 1

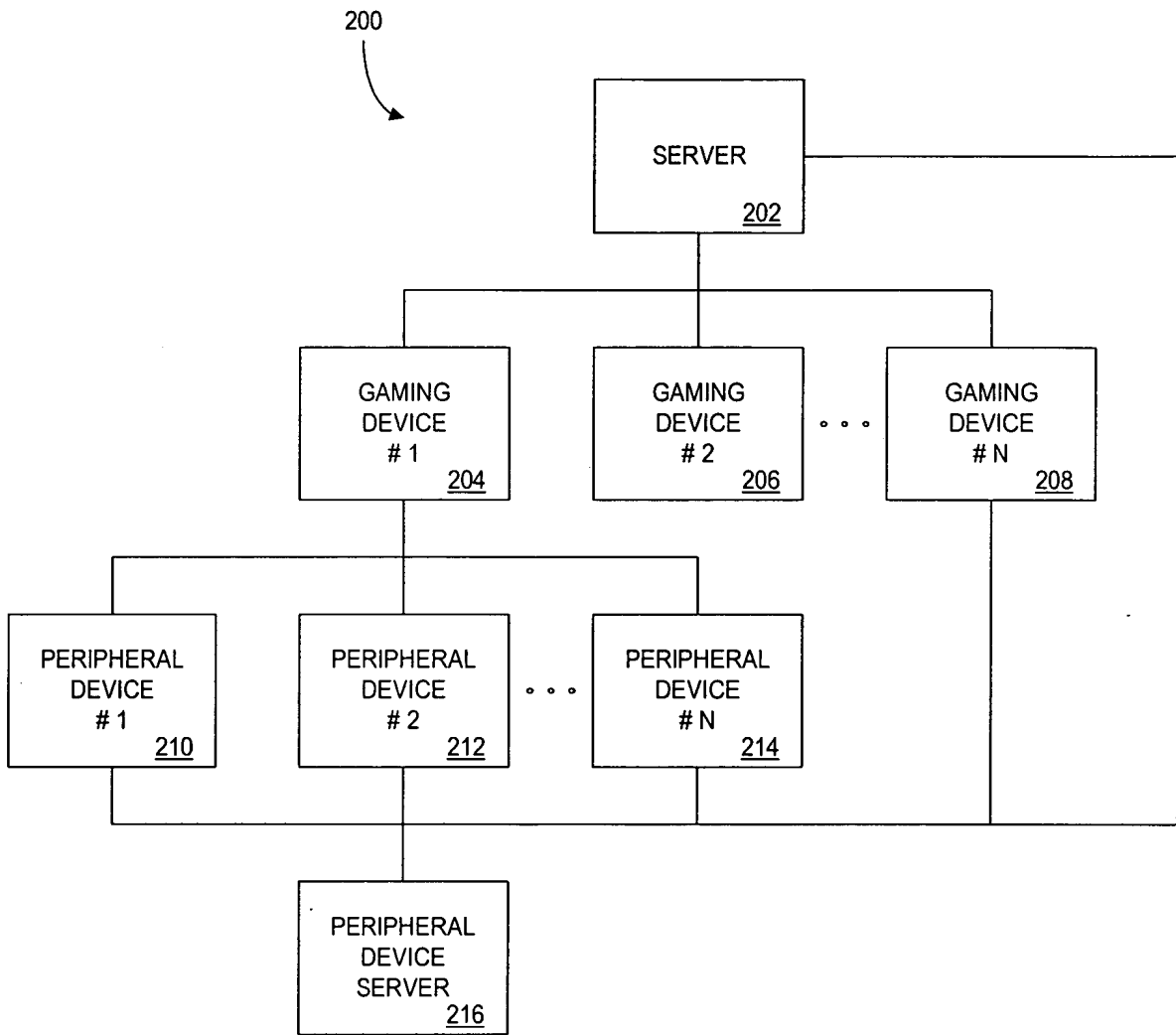


FIG. 2

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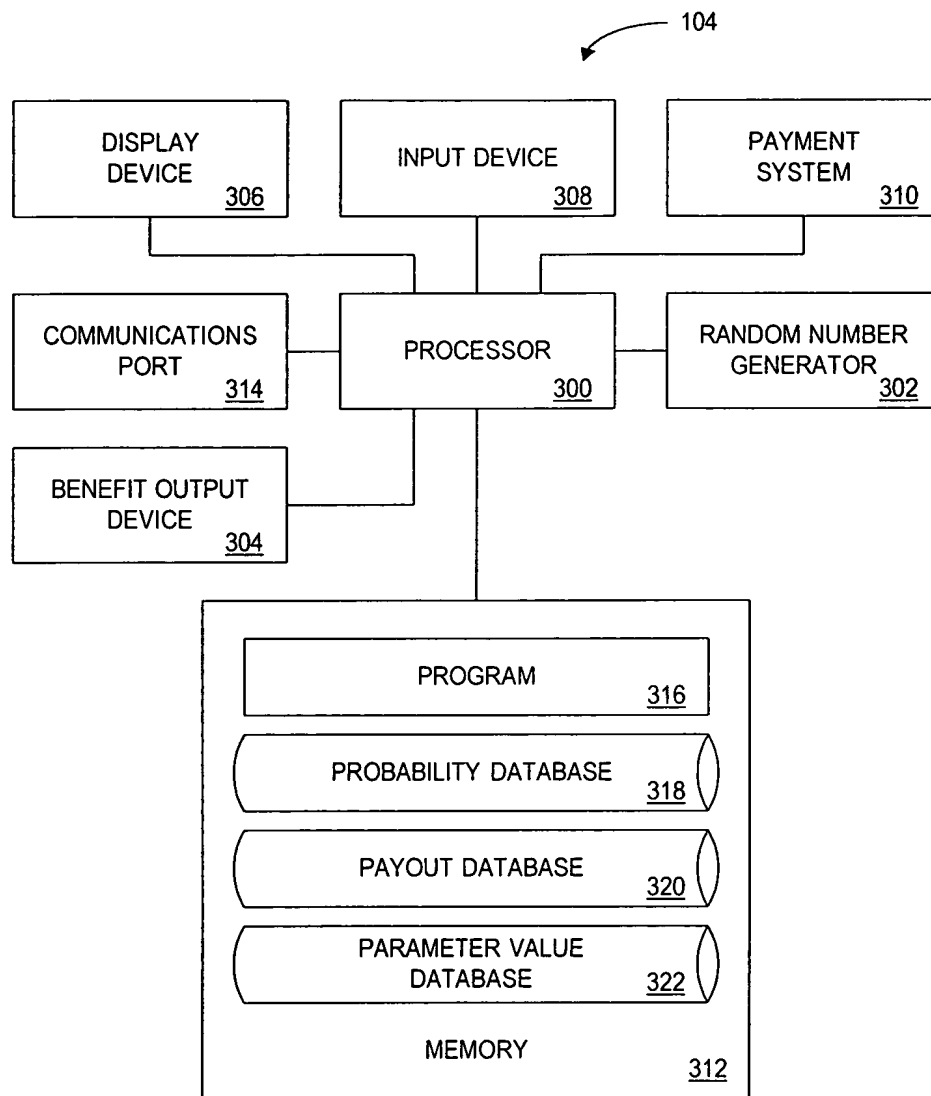



FIG. 3

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RANDOM NUMBER <u>400</u>	OUTCOME <u>402</u>
0 TO 10	BAR, BAR, BAR
11 TO 1,000	CHERRY, CHERRY, CHERRY
1,001 TO 1,000,000	ANY, ANY, ANY

FIG. 4

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OUTCOME <u>500</u>	PAYOUT <u>502</u>
BAR, BAR, BAR	100
CHERRY, CHERRY, CHERRY	10
ANY, ANY, ANY	0

FIG. 5

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PARAMETER TYPE <u>600</u>	PARAMETER VALUES <u>602</u>	PARAMETER VALUE PROBABILITY <u>604</u>	CURRENT VALUE <u>606</u>	TERMINATING VALUE <u>608</u>
CARROTS	8	10%	5	0
	10	40%		
	12	40%		
	15	10%		
TREASURE CHESTS FOUND	N/A		3	6
ACES	1	10%	0	1
	2	80%		
	3	10%		

FIG. 6

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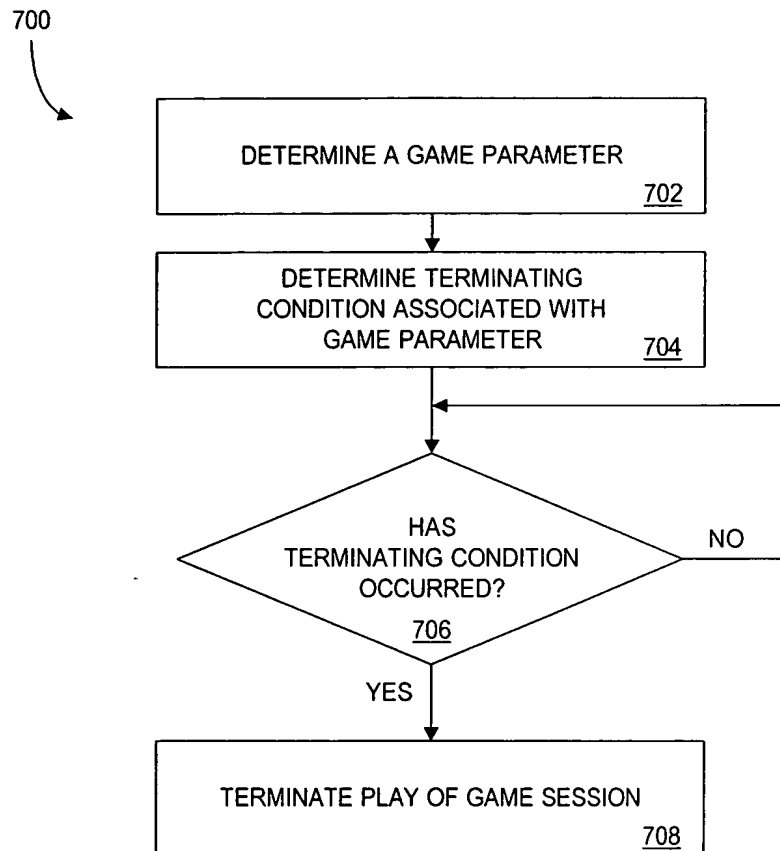


FIG. 7

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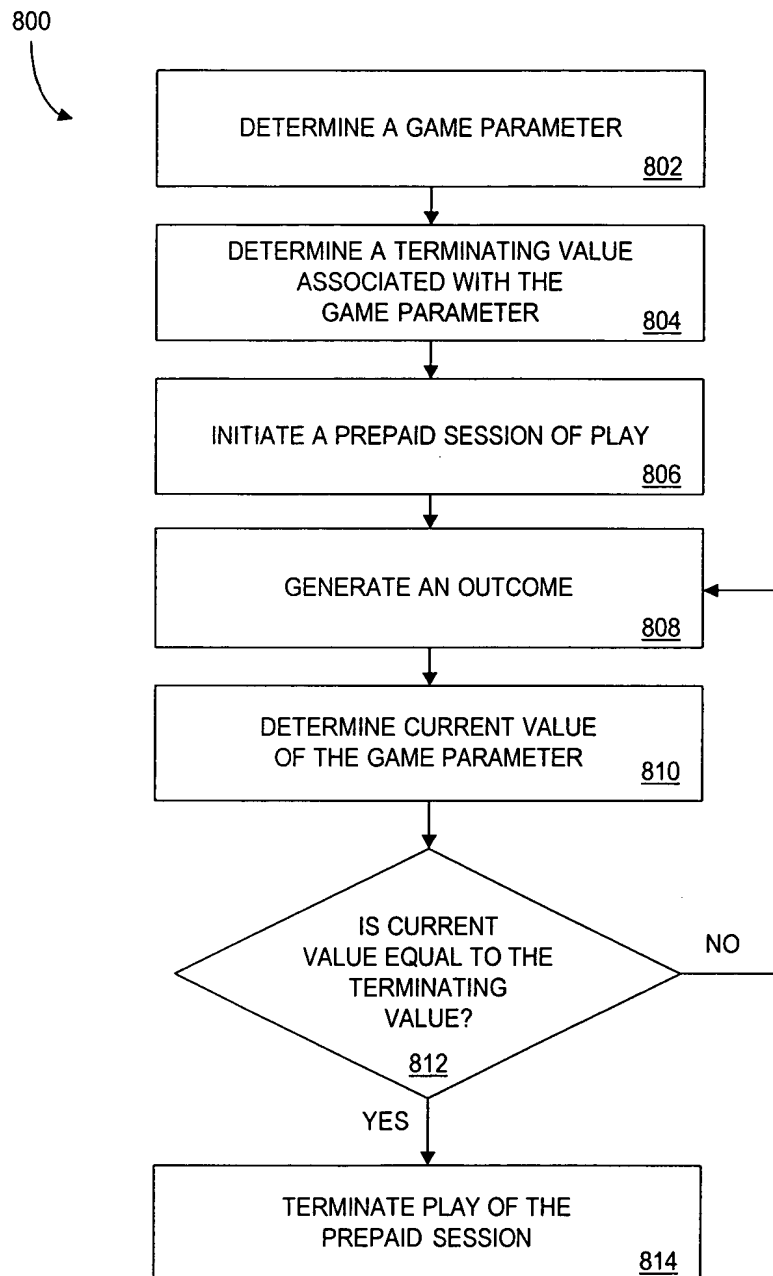


FIG. 8